

1    **ABSTRACT**

2           A communications protocol is described that governs asynchronous  
3   exchange of data between a high level animation system and a low level animation  
4   system. The high level animation system has a variable, medium-frequency frame  
5   rate and is optimized for interactivity. The low level animation system has a  
6   constant, high frequency frame rate and is optimized for high refresh frame rate.  
7   The communications protocol includes messages that can be sent by the high-level  
8   animation system to the low-level animation system to designate an animation and  
9   how the animation is to change over a specified period of time. As a result, the  
10   low-level system can display the animation at the high refresh rate even if  
11   animation data is not received from the high-level system for every frame.